D: The Game Ativador Download [Password]

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About This Game

The story begins in 1997. It's the dead of night in the city of Los Angeles, and there has been a mass murder at a general hospital on the outskirts of downtown. The perpetrator is the director of the hospital, Richter Harris. He has shut himself up in the hospital and taken a number of patients as hostages, leaving the police helpless and unable to move in. Richter's only daughter, Laura Harris, after hearing the situation, rushes to Los Angeles from San Francisco, and drives alone to the tragic scene at the hospital ground. Upon entering the hospital Laura finds herself transported to an old mansion, while the disembodied voice of her father pleads with her to leave. Nevertheless she must press forward to save her father and herself.

Title: D: The Game
Genre: Adventure
Developer:
WARP
Publisher:
Nightdive Studios, Throwback Entertainment
Release Date: 1 Apr, 1995

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Minimum:

OS: Windows 7

Processor: 1 GHz Processor

Memory: 128 MB RAM

Graphics: Any 100% OpenGL capable card (Card or Onboard)

Storage: 1 GB available space

Sound Card: 3D graphics card or or onboard graphics compatible with DirectX 9.0c

Additional Notes: 100% DirectX 9 compatible card or onboard sound

English

I really like what nightdive is doing, first bringing system shock 1 up to par with modern OS's now this a very unkown game even at it's time. one can only hope it will update and bring in more old classics famous or not.. "D (video game) is master mystery puzzle is excellence!". D: The Game is an adventurous interactive soft-horror movie game developed by WARP and originally published in 1995 by Acclaim Entertainment.
In the mid 90\u2019s the developers started using the full-motion video techniques in combination with video games like many others in that era however, this idea didn\u2019t last long and thus these type of games became rare gems.

A note to lore freaks, the storyline itself might be considered a little muzzy.
D: The game starts in 1997 at a hospital on the outskirts of Los Angeles.
One the best known doctors of America and director of the hospital suddenly transformed into a mass murderer seizing a large number of hostages and barricaded himself in the hospital where the police can\u2019t reach him.
His name, Richter Harris.
When daughter Laura hears the news at school in San Francisco she immediately drives to
Los Angeles to investigate what it is that transformed her father into a mass murderer and enters the hospital.
Once inside, the hospital morphs into a castle which the player have to explore in order to solve the mystery.

In D: The Game there are several puzzles that have to be solved and items to be found to interact with the environment.
While doing so, the player might sometimes be surprised by little so called jump-scare scenes and flashbacks which forms one of the basic building blocks for this horror game (not to compare with today\u2019s horror standards).
The biggest challenge in this game is that the player must complete the game within two hours without having the option for saving or pausing the game.

Personally I really enjoyed this game because of some unique brainteasing puzzles, the full-motion technique and the nostalgic graphical atmosphere.
I must say that I really had to get used to the slow pace of movement because the game won\u2019t allow you to roam wherever you want, whenever you want.
Instead the exploration goes by a turn-based movement by choosing a direction, stop, choose your next direction, stop and so on.
I found the game quite ahead for its time compared to today\u2019s (horror)video-game standards and D: The Game might be considered a true masterpiece of 90\u2019s because of the things mentioned above.

I highly recommend this game to people who like to play retro or horror games, certainly when the game is on sale!
Keep in mind that the game has a short gameplay length of two hours without saving or pausing the game, has a slow pace of movement and is not what you might expect from modern day horror games.
. Quite a shame this is just a DoxBox emulated version with no controller support.I bought this only because I own a copy for every platform, including a sealed physical copy for PC and imports. I have repacked this through DosBox with controller support outside of this version and it's in much better shape than ordering it from here.. If you're going to buy rights to a game, why not add achievements and controller support? This game has a special place for me- a time when I saw graphics take on a new direction. However, in this state it's probably the worst version I have ever played. You're better off emulating it through ePSXe. Fullscreen, much better looking, controller support.. These are the main advantages. And for all of this, I'm going to have to give it a thumbs down. Simply because they could have polished it a bit rather than take the easy way out and just toss it through DosBox.

I apparently have a few titles from these publishers and it seems they're accustom to doing nothing to better the release. I know I won't be wasting any more money on any of their other releases, that's for sure. Put some effort into it!. As a fan of the late Kenji Eno (R.I.P) and the now defunct WARP Studios games, I was really happy to see that D (WARP's first game to be released outside of Japan) is now easily accessible on Steam.

D was originally made for the short lived 3DO in 1995 and was ported to the Sega Staurn, PS1, and MS DOS (which is this version). The gameplay is akin to 1993's Myst, with the entire game being an fmv. Yet, unlike Myst, everything is fully animated. So if you want to get somewhere, you are going to have to walk there using a pre-set path. It's kinda slow, but it really helps build the atmosphere.

This game mostly deals with walking around the creepy mansion and solving puzzles. Some of these puzzles may seem a bit

tricky at first, but you'll never reach the point of having to look up a walkthrough. *HINT: Make sure you check all your surroundings before giving up!*

Thing's ain't all fine and dandy though, as you need to beat the game within two real time hours. There is no saving as well, so you will need to play this game through in one sitting. That might be a deal breaker to some, but for me personally it helps build a tense mood to add on to the spooky atmosphere.

If I had any problems, it would be that the game (or just this Dos Box packaged in with the game) has an odd problem where all the fmvs (the entire game) has these odd and dark crt tv-esque scan lines on them. If anyone knows how to get rid of them (or just make it look less bad) please tell me.

If you like old horror games, or are just looking for something a bit more experimental, I highly recommend WARP's "D". Buying this game will hopefully help Nightdive Studios release other WARP games like "Enemy Zero" and "D-2" on Pc, along with other games from different developers. So show some support!

Thanks for reading!. D is a masterpiece of the 90s point and click genre created by a unrecognized genius of the era. Night Dive Studios would be wise to continue to honor Kenji Eno's legacy and release the rest of his catalog on Steam.. Before I start, I would like to say this is very much a game that will have differing opinions, some love it or hate it. This is very much not your typical horror game.
   Anyways, "D" was released in 1995 on the Sega Saturn, Playstation, 3DO, and the PC, while a success in Japan it has not received the same amount of love or attention in America. In the game, you play as Laura Harris, traveling through a castle to reach her father, a once famous doctor became mass murderer. It is your job as Laura to explore the castle, figure out the puzzles and get closer and closer to your insane father.
Gameplay-wise, D is somewhat of a semi-3D exploration type of game. You move Laura around different rooms solving different kinds of puzzles, and delving deeper into the castle, with a camera perspective similar to games like Myst. say semi because the game... isn't like a game really. D is more like an interactive movie than it is a game, with dozens of cutscenes to boot. With that, D also has a very distinctive look to it.
   D was the first video game to use fully rendered computer graphics, think of it as the Toy Story of video games in a way. Every cutscene, every room, and every object is rendered in computer graphics. As for how it looks now, well... it certainly hasn't aged gracefully. But keep in mind the time period, this was considered cutting edge, and as such it shouldn't be criticized for that too much.
Despite the dated visuals, D is still an extremely creepy game. Everything about it just screams that the place you and Laura are exploring is somewhere you don't want to be in. The cutscenes also do manage to be creepy even to this day as well, the character models unintentionally make this place creepier too. D isn't a jumpscare game, at all, but the atmosphere to the very quiet but absolutely brilliant soundtrack help make this place even scarier. Everything in D is just so unsettling and dark to put it bluntly, and the game does a brilliant job of making you on the edge of your seat. Do you want to go in the next room or not? You have to choose quickly.
And I do mean quickly, because D also has a time limit. The game makes it so you have to beat it within 2 hours, reach the limit, and it's game over. While it may seem stressful, I think it's the perfect amount of time for this game. The puzzles aren't exactly the most challenging and can be completed fairly quickly, with the exception of one, but I won't go into that. This makes for a game that anyone can probably beat on their first or second time, and I like that a lot.

Overall, D like I said earlier, is a game you're either going to love or hate. Despite what I said, the game plays intentionally very slowly, and many people criticize that. I personally don't think it's that much of a hinderance and I enjoyed my time with this game. It's short, easy, and may have low replay value, but like a good scary movie, D is something you might wanna come back to every few years.

Rating: 7\/10. More of an interactive movie than a game, this was something I was wholly surprised by. Absolutely something to play if you have a few hours and some friends, but don't expect modern mechanics. This is a Dreamcast game and feels like it, so if you're prepared for that you'll have a wonderful time.. The D stans for DO IT!. One of Kenji Eno's beginnings as head of WARP, it's a fun, slightly scary (funny if you ham it up with a bunch of friends) horror title from back in the early day of FMV based games. You can't really die, but you do have a 2 hour time limit (which I beat with only 4 minutes to spare). Pick this game up if you want to see one of the late Kenji Eno's masterpieces of a game before his untimely demise!

An old school horror game with all the disjointed 3D and repeating textures you can shake a stick at. This harkens back to the halcyon days of slow plodding atmospheric horror a year before the original Resident Evil was released.

Bottom Line: its not much fun today. A very slow slog and the final "reveal" is humdrum by current standards.

Still, it is an interesting piece of gaming history and should be experienced just to see how far we have come.. \u771f\u7684\u5f9e\u4f86\u6c92\u6709\u60f3\u5230\u904e\u80fd\u5728Mac\u4e0a\u73a9\u5230\u539f\u6c41\u539f\u5473\u7684D\u306e\u98df\u5353\uff01\u5be6\u5728\u662f\u592a\u9a5a\u559c\u4e86\u3002\u6574\u9ad4\u9084\u539f\u5012\u4e0d\u662f\u554f\u984c\uff0c\u50cf\u683c\u9084\u53ef\u4ee5\uff0c\u8981\u662f\u80fd\u5920\u589e\u52a0\u5b57\u5e55\u5c31\u5b8c\u7f8e\u4e86.

Hopping in the next version add the subtitles and Save Load function ! Thanks!

Nominted this game!. Excellent timing for its PC release near halloween, this game came out a year before Resident Evil and well it is certianly very interesting and soemwhat surreal at times. This game pre-dates Shenmue and has QTE's in it! Speaking of this game being innovative those knight staues that ataack the player idea was copied in RE4, then again I recall Clock Tower 3 using them prior so goes to show this game has its interesting quirks!

The D-DOS Emulator is comes with works great too!. I own this game on Playstation, 3DO, Saturn and now on Steam, and I don't regret paying for it again, even though it hasn't aged well, and even though this is a fairly mediocre DOSBox port.

D is an on-rails horror-suspense game from the 90s. You play as Laura Harris, daughter of Dr. Richter Harris, a famous physician who, for some reason, has suddenly decided to murder everyone in his hospital and disappear inside the building. You have two hours (in real time) to figure out why, with no saving, interactive movie-style.

You use the four directional buttons to move, space to interact with things, and I to access your inventory. I'm telling you that here and now, because the game doesn't tell you any of that anywhere at any point (that was all originally in the manual).

To be sure, this game is old as\u2665\u2665\u2665\u2665\u2665\u2665 Everything moves really slowly, the graphics (although I love them) are from the 90s, and some of the scares (although I love them) are kind of goofy in the modern era. But, the hole-filled story does take a couple of unexpected turns, there are two endings, and the overall atmosphere is actually pretty creepy, even now.

If you like horror, don't mind awkward ports of old games, and maybe also if it's on sale, then by all means show some love to one of the pioneers of the genre. Also, for a fun drinking game, take a shot every time Richter says "Laura.". Okay, I know I'm recommending this, despite it being a pretty bad game that hasn't aged well AT ALL, but hear me out.

This game was pretty revolutionary for its time. Unfortunately it's cryptic as hell, though thankfully short. The story's coherent, but pretty poorly laid out and what little dialog there is sounds like it was written by a third grader trying to be scary. I will say that it's worth playing in the same way watching "The Room" is worth watching. You have to see it to believe it.

This isn't a somewhat decent game like Clock Tower. This is D. (I'll give you one wild guess as to what the D stands for)

I'll admit that my sole reason for buying was finding this in the upcoming section and having flashbacks. I remember being scared as a small child while my brother played through it on his SEGA Saturn back in the day. Some of it I remember differently, like the voice acting and some of the puzzles. It does not hold up well. I'm also pretty sure that this game invented Quicktime Events thanks to a very annoying sequence I gave up on temporarily before having to start all over again.

I do like the basic premise, however. A doctor going on a spontaneous murder spree and his daughter decides to investigate why he would suddenly go mad, and then being transported to a world created by his own mind.

If they remade this game with decent writing, a new engine, more puzzles that aren't so tedious and boring, and a better fleshed out story (not unlike Amnesia: the Dark Descent), it would probably age much better in the long run.

Until then, I guess we'll just have to deal with the good old crappy 1995 version. Like E.T. for Atari, this game is a piece of history, however bad it actually is. It's definitely worth checking out. Plus, it's only 6 bucks.. - Good game for PSX FMV nostalgia pals! ;)

- Laura, the protagonist, is looking to find out what's happening in the hospital where his dad is mass murdering people. D will take a plot twist right at the first minutes and there you go.
- The game happens in a 2hs run (mandatory) or is game over.

Pros:
- The port is based on DOS Box but is pretty playable, no issues.
- Kenji Eno made the music of the game and you should check the story of the life\/death of this dev.
- Don't miss the endings and credits ;)

Cons:
- The puzzles are very easy, but the rhythm of the exploration may be too slow for today's standards. That's why I say, play this if you like this genre and you played games like this back in the 90's. Low budget dialog, but funny classic danger moments.

Notes:
D has a sequel on Dreamcast called D2 that's very different and continues the story of the main protagonist and has nothing to do with D4: Dark Dreams Don't Die from Swery65.. I've played this game on PS1 and now again :)...
For me, one of the bests, firsts horror games.

I love it and the price is absolutly OK!

Note:
Anyone who is searching for an action horror game must be know,
thats a slow, atmosphere game with riddle elements and not a run, hide and
kill gameplay. Well It's the classic D from Kenji Eno a Weird game from the times when FMV where state of the art. It's a shame that no one remasters the videos since they really look terrible. But for me it's still one great and disturbing experience. You can only love it or hate it, but really interesting if you're courious in retro gaming and want to play Kenji Eno and Warp first game.. This is more of an interactive movie than a video game but I would say it's worth experiencing. If you're into old FMV\/Point and click games and enjoy horror, give it a shot.